

The Claims

1-11. (Cancelled)

12. (Previously Presented) An electronic game system that comprises:
an electronic game platform having a central unit, a memory, a dynamic display device capable of being placed in an essentially horizontal position, at least one input device for a user, and a means of transmitting information by wireless transmission, and
a plurality of pawns (10) that can be moved on the display device, each pawn including a means (100, 102) of receiving information by wireless transmission capable of communicating with said transmission means, a control means (112, 114) sensitive to the received information, and a means (116) of animating the pawns controlled by the control means, wherein each pawn has its own address for reception of said information, wherein each pawn is powered by a rechargeable battery, and the platform and the pawns comprise positions for recharging the pawns' batteries.

13. (New) Element such as a pawn or a similar piece that can be moved on a game board incorporating a dynamic display system visible at the surface of the board, the game being electronically controlled, said element comprising a means of receiving game control information by wireless transmission, and a control means sensitive to the received information, said element having its own address for reception of said information so that it can be individually controlled, said element having movable parts and actuation means so as to have a shape that varies according to said control information.

14. (New) Element according to claim 1, further comprising a contact circuit for providing to said control means information representative of the mutual positions of the movable parts.

15. (New) Element according to claim 1 or 2, further comprising a means of animating a pawn controlled by the control means.

16. (New) Element according to claim 3, wherein the animating means comprises at least one device chosen from the group including light sources, sound sources and vibration sources.

17. (New) Element according to claim 1, further comprising a detection means.
18. (New) Element according to claim 5, wherein the detection means is composed of at least one device chosen from the group comprising optical sensors, mechanical sensors, electromagnetic sensors, sound sensors and vibration sensors.
19. (New) Element according to claim 1, further comprising a rechargeable battery for powering said element and arrangements for reception of a battery recharging current.
20. (New) Electronic game system, comprising:
an electronic game platform comprising a central unit, a memory and a dynamic display device placed in an essentially horizontal position, at least one input device for a user, and a means of transmitting information by wireless transmission, and
a plurality of game elements such as pawns that can be moved on the display device, each said game element including a means for receiving control information by wireless transmission from said transmission means, each game element having its own address for reception of said control information so that it can be individually controlled, said elements having movable parts and actuation means so as to have a shape that varies according to said control information.
21. (New) System according to claim 8, wherein each game element further comprises a contact circuit for providing to a control means information representative of the mutual positions of the movable parts.
22. (New) System according to claim 8, wherein said game elements further comprise means of animating said elements, said means comprising at least one device chosen from the group including light sources, sound sources and vibration sources.
23. (New) System according to claim 8, wherein each game element is powered by a rechargeable battery, and the platform and the game elements comprise arrangements for recharging said batteries.

24. (New) System according to claim 8, wherein said actuation means of an element is controlled as a function of the position of the element on the platform.